

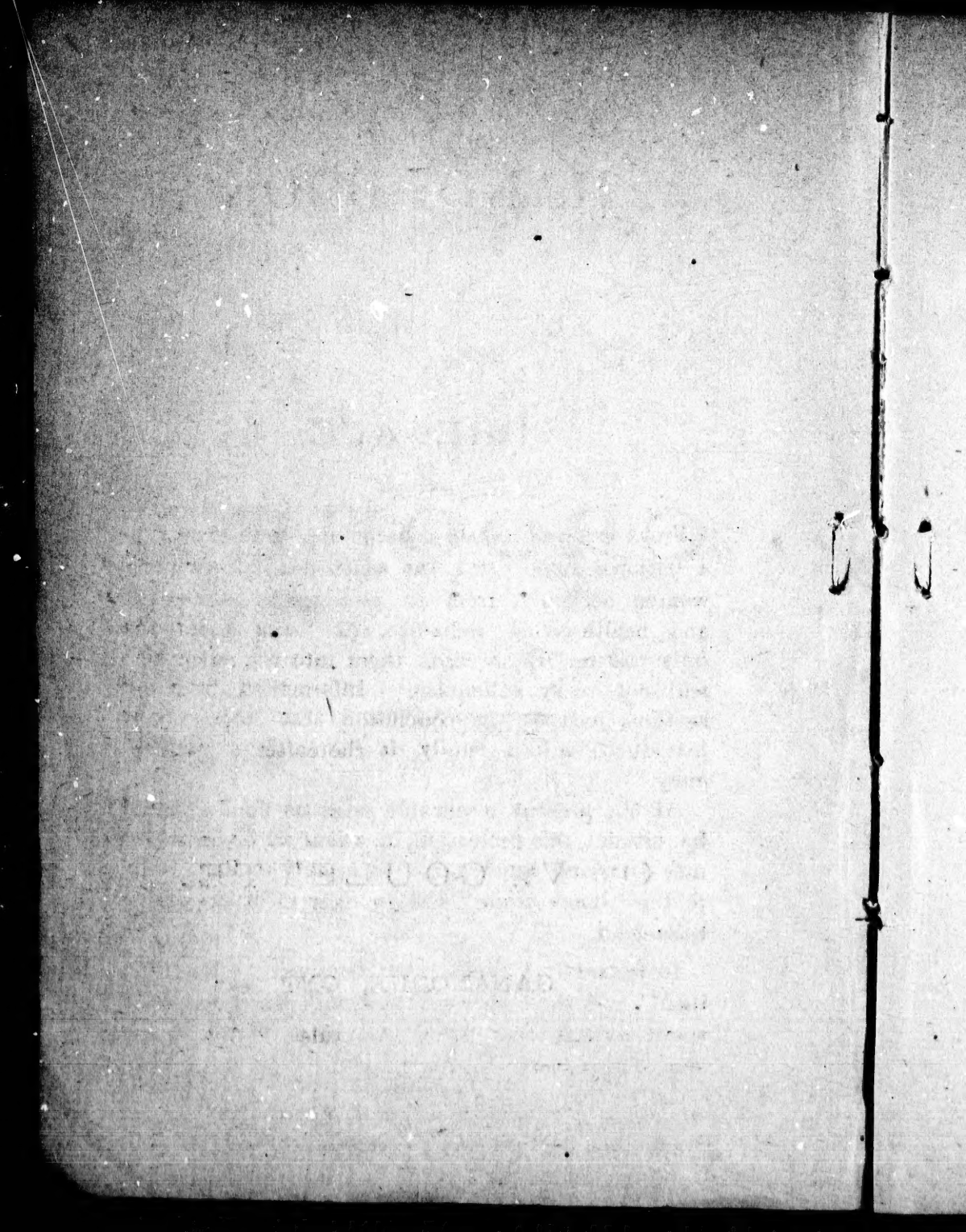
HAND BOOK
OF
CROQUET.



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PREFACE.

Field or lawn Croquet is becoming, in this country, a national game, and one which our fair countrywomen certainly, from its pleasurable excitement and health-giving influence, (it being about the only pastime which leads them into the open air,) will not easily relinquish. Information from all sections induces the conclusion that Croquet once introduced into a family, is thereafter a permanency.

At the present reasonable rates no family should be without this recreation, in which all its members may join, and which tends so greatly to keep within the "home circle" the younger members of the household.

In regard to Croquet, each family "is a law unto itself," but those unacquainted with the game need some general instructions and rules, which is the aim of this book to supply.

CROQUET

Can only be played well on a level piece of ground. A good croquet ground should be close turf, the grass cut short, the moss killed out and the ground well rolled. If it be a permanent place there should be a shallow ditch around it, to prevent the balls from straying. The size of the ground must of course depend upon the space which can be allowed for the purpose.

Sixty feet by thirty is a large ground, which may be much smaller without detracting from the real enjoyment of the game.

There are two styles of game, the nine arch and ten arch. The plan with nine arches is probably the best known and most popular, as it does not give so great an advantage to the player who leads as does the other method. The stakes are marked with the eight colors found on the balls and mallets. The colors act as a guide to the players, and are arranged alternately for the two sides as follows :

- | | |
|------------|------------|
| 1.—Red, | 2.—Blue, |
| 3.—Green, | 4.—Yellow, |
| 5.—Black, | 6.—Brown, |
| 7.—Orange, | 8.—Pink. |

Technical Terms Used in Croquet.

ARENA.—The space included for the croquet-ground.

BOOBY.—The ball that has failed in an attempt to pass through the first arch.

THE CROQUET.—A ball having made roquet on another, is taken up and placed in contact with the ball on which it has roqueted; the player sets foot upon the former; presses firmly, so as to hold it in place; and, with a blow of the mallet, drives the roqueted ball in whatever direction may be desired.

FLINCH.—When, in croqueting, the ball slips from under the foot.

POINT.—Going through an arch or hitting another ball.

NURSING.—Croqueting a ball, either a friend or an enemy, through or around its own proper arch; then making the arch; roqueting and croqueting the same ball again; and so proceeding on the round.

PUSH.—When the player presses the ball forward with the mallet without withdrawing it, instead of giving it a blow.

RICOCHET.—The ball making roquet on two or more balls by the same blow of the mallet.

ROQUET.—A ball driven by a mallet coming in contact with another ball.

ROQUET-CROQUET.—Same as croquet, except the ball is not held under the foot.

ROVER.—A ball that has run the arches and has not hit the starting stake.

STARTING POINT.—One mallet's length in front of the starting stake.

TURN.—The right to play until the player fails to make a point.

The Laws of Croquet.

OF THE CHOICE OF SIDES.

1.—At the outset of the game, two of the party, usually the best players, are chosen chiefs, one for each side. These two determine which shall have the first choice of players by a trial of skill. Each chief in turn plays a ball from the starting point, and he who, with one blow of the mallet, drives his ball nearest the turning-stake, wins the first choice.

[The sides are chosen alternately, and the players take the balls and mallets in the consecutive order of succession indicated by the color of the rings on the stake, from the top downwards.]

OF STARTING AND STRIKING.

2.—The chief who has won the first choice of players opens the game.

3.—Each player at starting must place his ball a mallet's length in front of the starting stake, and opposite the centre of the first arch.

4.—A player may play in any attitude he chooses, but in striking the ball with his mallet he must only use one hand.

5.—The ball must be struck with the face of the mallet's head, and the stroke must be a distinct blow, and not a push; except when the distance between the ball and some obstacle behind it is so small that a blow cannot be given.

OF THE ORDER OF PLAYING.

6.—The chief who opens the game is followed by the chief of the opposing side, and the other players on each side play alternately in accordance with the colors marked upon the starting-stake.

7.—If any player play out of his turn, and the error be discovered and challenged before another player makes a stroke, the opposing side may either compel the delinquent player to replace his ball in its original position; or they may allow it to remain where it was played. But any advantage to himself, or disadvantage to his oppon-

ents, occasioned by the misplay, must be immediately rectified.

[For instance : if the offending player, by his misplay, move any balls belonging to the adverse side from an advantageous position, or otherwise, he must either restore them to the position they originally occupied, or allow them to remain where they rested after the misplay, at the option of the adversaries. He may not profit by his own wrong ; therefore if, by the misplay, he makes any arches, strike the turning-stake, get in "position," or help a friend to do either, all such advantages are null, and must be remedied at once, provided the offender is duly challenged.]

8.—If the adverse side fail to challenge the misplay before another player has commenced, no penalty is attached, but the offending party cannot use the next turn, having already anticipated.

9.—Should a player, by mistake or otherwise, use a wrong ball, he must suffer the consequences, and not the rightful owner of the ball. If the error be discovered and challenged before the turn is completed, the ball must be restored to the position it occupied previous to the misplay, and any damages sustained by the adverse side by reason of the misplay must be repaired, and the offending player deprived of his turn. But if the misplay be not challenged previous to the next player commencing to play, the game proceeds as if no misplay had occurred, and no penalty is attached.

10.—Each player continues to play so long as he makes a count in the game ; that is, so long as he drives his ball through the next arch in order, strikes the turning-stake in order, or achieves either roquet, croquet, or roquet-croquet, or a combination of two or more of these. Failing to accomplish either of these, he relinquishes his turn to the next player. (See Law 25.)

OF THE ARCHES.

11.—The balls must pass through the arches in their regular consecutive order, and in the proper direction of the course. If a ball be driven through an arch out of

regular order, or from the wrong side, it does not count any more than if it had passed over any other portion of the ground. When a ball passes properly through an arch it is said to "made its arch."

[A *booby* must be removed from the ground, and plays on his next turn from the starting point. For instance: A commences, but misses his first arch, and is therefore a *booby*; he must take up his ball before B plays, and when A's next turn to play arrives, he must make another trial for the starting point, and continue to do so until he succeeds in making first arch.]

12.—A ball makes its arch, when it passes through it in its proper consecutive order, from either of the following causes only:

- I. When it is driven through by a blow from its owner's mallet.
- II. When it passes through from roquet, croquet, roquet-croquet, or ricochet.
- III. When it is driven through by concussion: that is, by a blow from another ball driven against it by roquet, croquet, roquet-croquet, ricochet

[If a ball, while proceeding from a blow of its owner's mallet, strike another ball, or an arch, and then pass through its proper arch, it makes its arch legally]

13.—A ball is considered to have passed through its arch if it cannot be touched by the handle of the mallet when moved from the top to the base of the arch, from wire to wire, on the side from which the ball passed.

14.—Should a ball be driven only *partially* through its arch in the wrong direction, it is not in a position to be driven back, and through in the right direction.

OF THE STAKES.

15.—Striking the turning stake is equivalent to making an arch, subject to the same conditions, and enjoying the same privileges; with this exceptional advantage, the stake may be struck from any direction. (See Law 12.)

16.—When a ball has completed the round, and has struck the starting stake, either by a stroke from its owner's mallet, or by roquet, roquet-croquet, croquet, or

by concussion, it becomes a dead ball, and must be removed from the field.

17.—When a ball has completed the entire round with the exception of striking the starting stake, it becomes a Rover, and may either go out by striking the starting stake, or may continue its play at large all over the field, subject to the conditions and limitation hereafter specified.

18.—A Rover may play upon all the balls one after another, but on no one ball twice, in the same turn.

19.—A Rover must roquet, roquet-croquet, or croquet in order to continue his play.

20.—Should a Rover strike the starting stake, as specified in Law 16, it becomes a dead ball, and must be removed from the field.

OF THE ROQUET.

21.—When one ball strikes another it is a roquet, and this holds good whether the ball striking it proceeds direct from the stroke of the mallet, rebounds upon it from a stake, arch, or any fixed obstacle, or from another ball which it has previously struck.

22.—When a ball roquets another, it may strike the roqueted ball again without any intermediate play, but this does not constitute another roquet. If, however, either ball in this second stroke be driven through its proper arch, the arch shall be counted as passed, but the playing ball is not entitled to another stroke.

23.—A ball having made a roquet may either croquet, or roquet-croquet the roqueted ball, or proceed on its round.

24.—When a ball roquets two or more balls by one blow of the mallet, it constitutes what is called a ricochet.

25.—A ball terminates its tour of play when, without making an arch or striking a turning-stake, it roquets a ball which it has croqueted. (See Law 10.)

26.—A ball may only croquet that ball upon which it has made a roquet.

27.—A player may croquet any number of balls consecutively; but he cannot croquet the same ball a second

time during the same turn, without first sending his own ball through the next arch in order, or hitting the turning stake.

28.—A player must perceptibly move the ball he croquets.

29.—In making ricochet, a player may croquet the first or all of the balls at his option, but the order of croquet must be the same as that of the ricochet.

[The player has only one additional stroke after he has croqueted the lot, and not one for each ball he has struck.]

30.—If a ball roquet another, and with the same stroke make its arch, it may croquet the roqueted ball, or refuse to do so, and again roquet it before making the croquet, or it may proceed to make another arch.

31.—While executing the croquet, if a ball flinch, the shot is void, and the croqueted ball must be replaced in its former position. The croqueting ball may then proceed with its turn, but cannot repeat the croquet just missed.

OF DISPLACEMENT AND INTERRUPTION.

32.—Should a ball in its progress over the ground be interrupted by any one, the player to whom it belongs may either allow it to remain where it stopped after its interruption, or remove it to the point it probably would have reached had no interruption occurred.

33.—Should a ball be accidentally displaced, it must be restored to its proper position before the game can proceed.

34.—Should an arch or stake lose its upright position from any cause, it must be restored before the play proceeds.

NO PLAY OUTSIDE THE BOUNDARIES.

35.—No play is permitted outside the limits of the grounds. A ball driven beyond the limits must be immediately placed on the ground at the point where it crossed the boundary. A ball so placed may be played upon by friend or foe.

36.—If one ball roquets another, and either or both balls go beyond the bounds, either or both shall be re-

placed, and the roqueting ball may play on the roqueted ball the same as if neither had been driven off the bounds.

PLAYERS MUST NOT ASSIST THEIR FRIENDS.

37.—Players on the same side may advise each other upon a stroke, but not assist in making it.

[This is a very useful rule. Some players behave in an extremely unfair manner. They will guide the mallet of another player on their own side, and will direct the aim by laying their own mallet on the ground, only taking it away just as the blow is to be struck. Also, when a roquet has been made, they will place the ball for their friend, or they will stand in a line with the balls, stoop down so as to see whether the two balls are in the proper direction, and, either by word or gesture, direct their friend in placing them. It is evident that this is not fair play. You might as well guide the cue of a friend at Billiards, or tell your partner at Whist what card to play. It is legitimate enough to advise your partner what kind of stroke to make, but it is clearly unfair to help him in making it.]

OF CLOSING THE GAME.

38.—The game is finished when all the players on one side have made the arches and struck the two stakes.

OF THE UMPIRE.

39.—The umpire is chosen by the two chiefs.

40.—The decision of the umpire is final. His duties are, to decide when balls are fairly struck; to restore balls to their places which have been disturbed by accident; to decide whether a croqueted ball is moved or not, in doubtful cases; and to settle all other disputed points which may arise during the progress of the game.

